Hog 3PC 1.4.0 Release Notes

March 6, 2006

Hog 3PC Handbook

The Hog 3PC Handbook is installed with the Hog 3PC application. In addition it is available on the Flying Pig Systems website. It contains system configuration, installation, and use instructions.

Show File Compatibility

Shows created on v1.3.8.8 of the Wholehog 3 console are fully compatible with v1.4.0 of Hog 3PC software of and vise versa.

Wholehog 3 Keyboard Shortcuts

Hog 3PC keyboard shortcuts can be toggled on and off using the **Pause** or **Break** key on the computer keyboard. When the shortcuts are enabled (known as map mode), the computer keyboard will be mapped to the shortcuts. When disabled, text entry via the computer keyboard will be possible. Whenever possible, Hog 3PC will intelligently disable the keyboard shortcuts when text entry is expected (after pressing **SET** or double clicking in a cell). When the text entry session is completed, the shortcuts will automatically be re-enabled.

The **Pause** or **Break** key of a PC keyboard is used to toggle they keyboard state. By default, the shortcuts are disabled until enabled by the **Pause** or **Break** key.

> ***Note***: When shortcuts are disabled, only the shortcut mapped to **SET** shall remain functional to allow quick labeling from the external keyboard.

Keyboard Shortcut Status

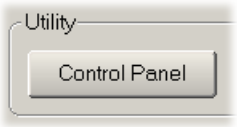
To quickly determine the current state of the keyboard shortcuts, the Status Bar at the right hand end of the Command Line Toolbar displays **MAP** for map mode or **Abc** for text entry mode.

Wholehog 3 Keyboard Shortcuts

Function	Keystroke
Toggle Shortcuts	Pause or Break
Pig	CTRL
Open	ESC or O
Set	NumLock or Insert
Intensity	F11
Position	F2
Colour	F3
Beam	F4
Effects	F7
Macro	F5
Group	F1
Fixture	F12
Scene	F9
Cue	F10
List	F8
Page	F6
Record	R
Merge	E
Move	M
Copy	P
Delete	D or Delete
Update	U
Live	V
Time	T
Setup	S
Control	L
Highlight	H
Blind	B
Clear	C
Next	N
Back	Y
Main GO	} or] or Space
Main Pause	{ or [
Skip Fwd	K
Skip Back	J
Goto	G
Release	Z
Pig + Release	ALT + Z
Assert	A
Next Page	: or ;
@	' or @
Full	~ or #
Thru	* or X
Minus (-)	- or _
Plus (+)	= or +
slash (/)	/ or ?

Function	Keystroke
Point (.)	. or >
Choose Master 1-10	ALT + 1 - 0
GO Master 1-10	TAB + 1 - 0
Pause Master 1-10	Backspace + 1-0
Undo	CTRL + Z
Redo	CTRL + Y
Visual Cut	CTRL + X
Visual Copy	CTRL + C
Visual Paste	CTRL + V
Backspace	backspace
Enter	Enter
Fan	F
GM	\ and or |
Central Choose	ALT + -
Bottom Right toolbar	TAB + F1 - F12
Top Left toolbar	Shift + F1 - F12
Top Right toolbar	ALT + F1 - F12

Hog 3 Start Window



A new section has been added to the **Hog 3 Start** window called Utility. This location displays a button for the Control Panel when using Hog 3PC. When using v1.4.0 on a Wholehog 3 console, this section will display the utility buttons that previously were located on the bottom toolbar of the right screen. The options displayed are Touchscreens, Software, and Control Panel.

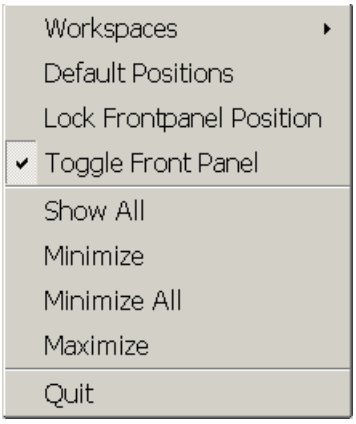
Hog 3PC Front Panel GUI

The front panel of Hog 3PC looks and behaves the same as a Wholehog 3 console. Click on buttons to simulate pressing buttons on the console. You can also click and drag to alter the various encoders or faders. In addition, when you click and drag on the trackball, it will illuminate blue and your mouse will adjust the pan and tilt of the selected fixtures.

To hold down a single key and make another selection, simply press and hold **SHIFT** on your computer keyboard when you click the a button. As long as you are holding shift, this key (and subsequent keys) will remain held down. You can then click on another button, cell, or encoder to access further functions.

Right Click Menu

When right clicking in most portions of the Hog 3PC application, the right click menu will be displayed. The options are detailed below:

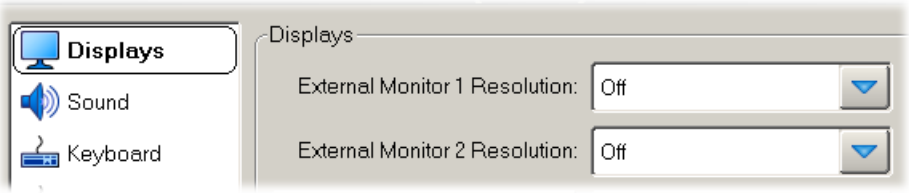


Workspaces opens a sub selection allowing various portions of the front panel to be displayed.
Default Positions restores all Hog 3PC screens to their default location on the Windows desktop.
Lock Front Panel Position toggles the ability to move the Hog 3PC Front Panel on the Windows desktop.
Toggle Front Panel toggles the Front Panel on/off.
Show All restores all Hog 3PC screens to their previous size.
Minimize minimizes the current Hog 3PC screen.
Minimize All minimizes all Hog 3PC screens.
Maximize maximizes the current Hog 3PC screen and hides the title bar.
Quit displays the exit dialog for the Hog 3PC application.

Hog 3PC Windows

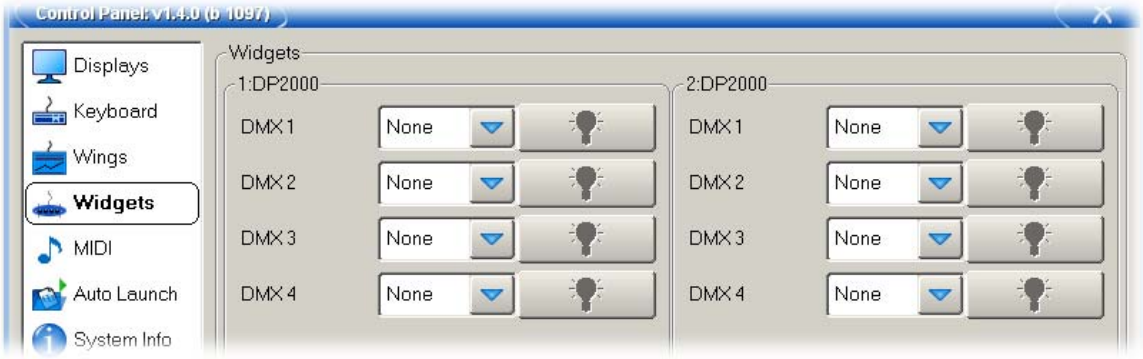
When Hog 3PC opens the Start Show window will be displayed along with the splash screen. Once a show file is loaded or opened, the two Hog 3PC main windows will be displayed. You can resize and positions these windows the same as any standard Windows operating system screens. To resize, simply place your mouse cursor around an edge or corner to display a resize icon. Click and drag to resize the window. To move, click and drag on the window title bar (at the top of the screen).

Additional Hog 3PC Windows



To open additional Hog 3PC windows (and mimic the external monitors of the Wholehog 3 system) go to the Displays tab of the control panel. When an external monitor is enabled at a resolution within this section, an additional Hog 3PC window will open at the selected resolution. ***Note***: The Displays tab is not available on Hog iPC systems. The third display will automatically be opened when the third monitor is enabled in the Hog iPC Configuration Panel.

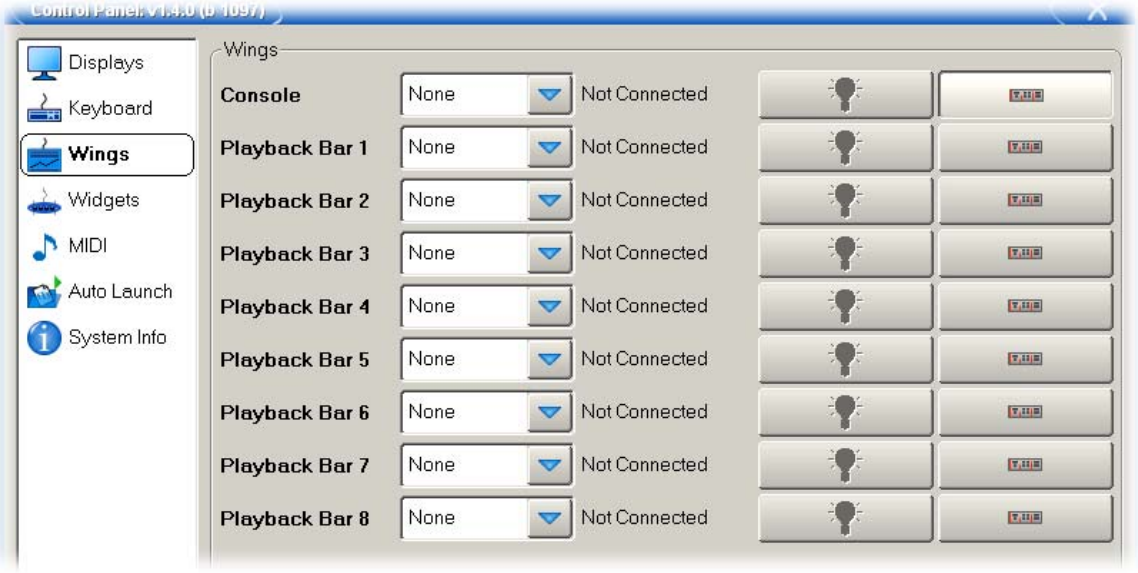
Hog 3PC Widget Configuration



In the control panel you will find a section called Widgets. This area allows you to configure and identify USB DMX Widgets and Super Widgets. Each widget connected to the system will display its unique ID in the drop down menu for the various playback bars. You are then able to assign a widget to function with a DMX output. Hog 3PC allows up to eight universes of DMX output. Instead of the Wholehog 3 console's direct Ethernet connection to Wholehog 3 DMX processors (DPs), the Hog 3PC software uses two "virtual" DPs when patching and DMX output is then accomplished via external USB DMX Widgets or Super Widgets. Once configured, the Wholehog 3 OS can be patched normally as if two DPs were connected. Refer to the Wholehog 3 user manual for details on patching fixtures to DPs for DMX output.

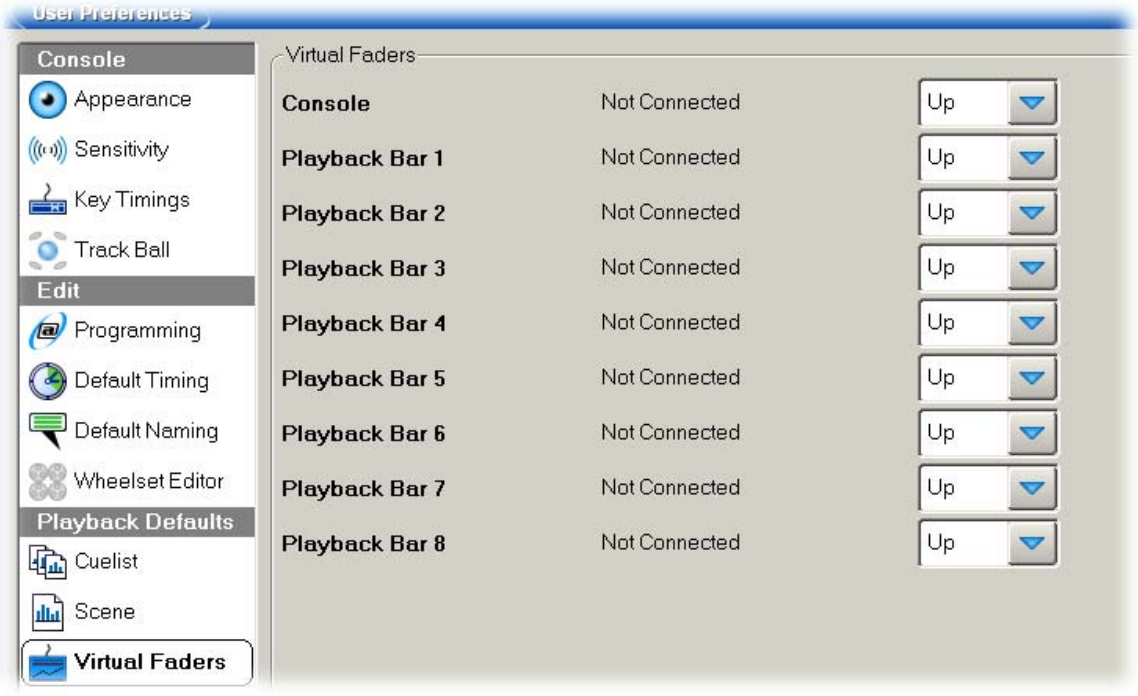
Note: Some widget serial numbers will appear with RED text. This indicates that the USB DMX Widget is not compatible with Hog 3PC and must be upgraded.

Wing Connectivity



In the Control Panel you will find a section called **Wings**. This area allows you to configure and identify wings similar to the method for widgets. Each wing connected to the system will display its unique ID in the drop down menu for the various playback bars. You are then able to assign a wing to a specific playback bar. You can enable or disable viewing of each playback bar whether a wing is connected or not. This configuration must be completed for each hardware system (console, Hog 3PC, Hog iPC) and does not automatically occur.

Virtual Faders Configuration



In the Preferences window you will find a section called **Virtual Faders**. This area allows you to define the setting for a playback bar's faders when no associated hardware is connected. This show setting allows you to define the faders as up or down. The setting does not alter the position of the Grand Master, which is always considered Up until changed by the user.

Hog 3PC MIDI

MIDI Input and Output devices can be configured for use with Hog 3PC in the Control Panel/MIDI section. First, install your MIDI input/output device following the manufacturer's instructions. Once the Window's computer properly configures the hardware, it should become available in the drop down menus of the Hog 3PC MIDI screen.

Split Key for Windows

The Split Key returns! This can be used with directory windows only and will create a duplicate copy of the window. This key functions ONLY with directory windows; the cuelist, editor, and output windows can not be split.

Printing

Hog 3PC will print to the currently configured default Windows printer. The printing routines have been improved and printouts now appear as designed. Refer to the Wholehog 3 user manual for further details on printing.

Hog 3PC Visualizer Connectivity

Hog 3PC has the same visualization via Ethernet capabilities as the Wholehog 3 console when using the Wholehog 3 Visualizer Connectivity Application. Please refer to the Wholehog 3 user manual for details on configuring and using this feature.

Hog 3PC can also be used with ESP Vision and WYSIWYG via an internal connection with visualization software running on the same computer as Hog 3PC. You must install and run the Wholehog 3 Visualizer Connectivity Application to enable this feature.

New Macros

The following macros have been implemented:

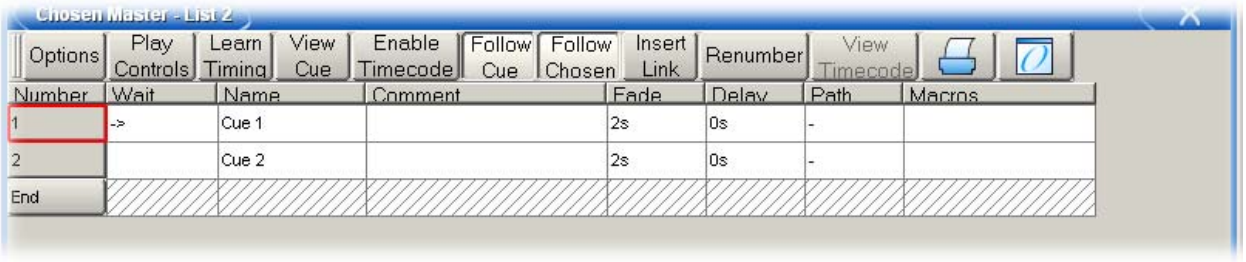
RA – Release All (Pig+Release)

RO – Release Others (releases all but the list with the macro)

Networking

While the Hog 3PC software can connect to a Wholehog 3 show on a network, it can not connect directly to a DMX Processor (DP) or MIDI/Timecode processor (IOP).

Blocking Column

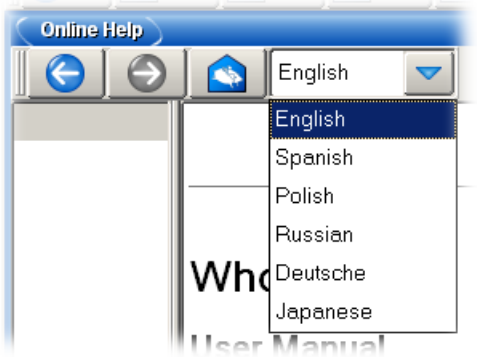


The blocking column has been removed from the Cuelist and Scene windows and will return when the function is properly implemented.

Editors Open with Content Fixtures Selected

When an editor is opened (**cue 1 Open** or **[Palette] Open**) all fixture's within the editor will automatically be selected. This aids in quick editing of cues or palettes.

New On-Line Help Languages



Polish On-Line help has been added to the system; Spanish is only partial at this time and Russian On-Line help is coming soon.

Important Notes for Hog 3PC use:

Working with Hog 3PC Show Files

All Hog 3PC shows stored on the Hog 3PC computer are stored by default in the Hog 3PC shows folder. You can save and load shows at any location on the Hog 3PC computer. A Wholehog 3 show file is actually a folder containing several subfolders and files. Within the Hog 3PC application, this show folder is displayed as a single Wholehog 3 show file with a Wholehog 3 icon. If you copy this file to an external drive, you will be able to access the subfolders and files that make up your show.

CAUTION: Altering or changing the hierarchy of any of the files within a show file folder will corrupt the show file.

Backing Up Hog 3PC Show Files

To prevent problems when transferring a Wholehog 3 show file from Hog 3PC to another Hog 3PC system or Wholehog 3 console, always create a backup of the show file using the Wholehog 3 backup procedure. This backup procedure creates a single compressed file that contains all the subfolders and files integral to your Hog3 show file.

To create a backup of your show file, within the Hog 3PC application, use the **File Browser** pane of the **Show Manager** window to store a backup of your current show to another location on the hard disk or an external USB drive. A compressed copy of your show will be saved with _bck appended to its file name.
The backup file can then be burned to CD or copied to an external drive and transferred to another Hog 3PC system or Wholehog 3 console with no concerns about corruption of the show file. The backup file is also useful should you need to send a show file via email.

Hog 3PC Disabled Features

The CD Audio capabilities of Hog 3PC are disabled and planned to be implemented in future releases.

Bug Fixes for v1.4.0 Hog 3PC

Bug #	Description
2302	re-assigning DP2000 numbers causes desktop crash
4701	Edit Fixtures real world value confusing with multiple selections
5707	"Backup Show" dialog appears shrunk when invoked to burn CD on PC
5782	Some buttons on Windowing toolbar do not function
5796	PC(1, 0, 0, 27) Strip Unused Palettes does not work
5949	PC (1.0.0.30) Remove toolbar on bottom right at startup
6388	Expanding archive window grows too big when path is long
6455	"close" button not closing certain windows.
6563	"Error Updating Wing Status"
6881	Umbrella for window Focus problems
7197	Internal Error when changing pages quickly...Failed to attach VM
7215	Control Panel, Preferences, and Show windows cover the slot tool bar.
7228	start a new show and press enter on desk when keyboard is open causes "operation failed"
7232	Internal Error 'No EffectTimer playel to remove!
7260	timecode tool bar appears on cuelist tool bar
7277	MSC out is not functioning.
7443	Changing keyboard layout does not take affect
7491	Widget manager does not persist correctly
7804	programmer window won't take focus when other pallets are open
7877	Wing manager needs a method to set all faders up or down for faderless/missing wings
8314	Set default cuelist Go while looping option to ignore..
8367	assert error: 'dynamic_cast, when trying to copy multiple pages
8571	Add tags for new Help file languages
8636	livecache croaker due to divided overflow
8773	Remove Blocking column from Cuelists and Scenes
8783	Make available older show merging

Bug Fixes for v1.4.0 And 1.3.8.8 Console

Bug #	Description
2536	Go & Assert LEDs wrong if editor on
4337	Output window feedback issue
4819	Select all option on opening an editor
5022	Auto- and user-backup at the same time can toast ident file
5085	'Release All/Other' Trigger Macros
5230	Missing 1 bump button in 20
6590	Cuelist window and playback bar can jump around or 'jump off' and look released then jump back on
6732	Cuelist not completely resetting link/loop logic.
6885	"Failed to send Master LED" error
7173	Color updates not always taking
7194	replace out-of-process tar/gzip with libtar API
7243	DL2 Motion does not default to AutoFocus on Camera
7256	'Track Backwards' should look for cue timing... B800
7259	Tracked values should use the current cue time when touched. 138
7269	Console has restarted since server has shutdown (umbrella)
7300	Add tarlib and zlib files to build and installer
7327	Active playback unnecessarily re asserting on palette creation
7349	Editor crash editing a colour wheel B803 Show

Bug Fixes for v1.4.0 And 1.3.8.8 Console *(continued)*

Bug #	Description
7366	Base values not recorded when recording effects.
7467	Pressing 'Show State' in editor de-selects fixtures (808)
7479	Chase releases sometimes on page change... B808
7513	Cannot do implicit context... error when adding fixtures
7556	Held over list will hold over and then after 5 secs disappear
7588	b857 - Merge into palette with Allow Refs adds Effects
7639	Desktop DOA on load with show, B837 (also seen on B835)
7667	Dtek D-mix Pro library has no slot toolbars
7752	LookBuilder crash due to const_hook (b858)
7753	Output windows not tracking output data -- fixtures missing. b876
7755	Help crash every time
7793	Recording a cue Fatal Error
7795	Colors don't properly stomp effects on separate cuelists
7827	Croak and network error on Integrity Check
7842	Transport improvements
7861	b857 - Auto-Update Will Not Set Effect Table To Off
7942	b942 - Assert error when editor & desktop die after updating cue
7947	b868 - Croaker changing settings in edit fixtures
7960	Mask Edge locking up in DL-2
7997	changing patch on networked desks fails b868
8018	b872 - Link cues run cuelist in incorrect order
8020	b872 - Slots toolbar shows "#Not Ready#" (DL2)
8023	FX parameters do not annunciate in red in the cue editors/contents
8103	New Show - Integrity Check croaker
8117	Technobeam labeling problems
8118	250 Spot labeling problems
8127	Triggered Cuelist re-fading tracked data (b857)
8165	b955 - Desktop Crash When Using Knockout
8274	No library for Griven Colorway
8275	No library for Clay Paky Color MH AE
8276	No library for Coemar iWash Halo
8299	Need 7 channel Space Cannon Ireos fixture
8337	No library for Mac 700 (basic)
8338	No library for Martin CX-10
8365	Newly recorded scene leaves out parameters on first playback
8394	Server crashes while loading corrupt show file
8395	Space Cannon Helios lib incorrect.
8396	iSpot 1200 EB, Magenta and Yellow are swapped
8397	Unable to index gobos on iSpot 1200 EB
8398	No Library for Space Cannon Ireos Pro Shutter
8402	Assert \\'m_activeFades.size()< ActiveFades::MAX_ACTIVE_PLAYBACKS\\' is FALSE
8405	b1050 Console & PC - Label of DL2 Media Folder should be Sean Bridwell, not Birdwell
8409	No library for Space Cannon New Wash fixture.
8410	No library for Space Cannon Hypnose fixture.
8426	Crash Applying Palette To Fixtures
8439	is_ready error in comm_pointer.h running abusive show
8463	b965 croaker adding link
8464	DL2 Objects incorrect

Bug Fixes for v1.4.0 And 1.3.8.8 Console *(continued)*

Bug #	Description
8493	Need to add Studio Command H library
8501	Assert error copying cuelist from cuelist directory to empty fader
8522	Server Death trying to merge libs into show- b965
8560	No library for Robe Colorwash 250 AT
8561	No library for JB Lighting Varycolor 7
8589	No library, Ultralite Pro Wash 575
8590	No library, Elation Power Wash 575
8591	Loop does not work anymore on second run.
8617	Park causes output loss until Park Window is opened
8621	Croaker Updating Cue - i<size in fps_vector.h
8646	Stop Counter for chases doesn't work for values > 1
8683	No libraries for VL500
8737	Vl2500 Color Slot problems
8753	b1085 PC - Fatal Error while using LTC
8765	Comm synchronizer can lose sync events
8786	b970 - Client won't connect after server reboot
8789	OB show load feedback in network window
8791	Comm synchronizer can cause unnecessary traffic
8842	b1097. Playback stops responding due to re-initialization of CriticalTimingLoop
8897	b1100 PC, iPC - Build Array error when reconnecting iPC to network show
8913	Critical death due to corrupted data.
8934	Comm synchronizer does not merge object requests from the same source